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===
* Z*NET NEWSWIRE
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STACY'S AVAILABLE
Atari's warehouse recently located a number of Stacy Laptop computers
and Atari has made them available to dealers for a limited time while
supplies last.

TAF SHOW
Atari will be in force at next week's Toronto Atari Festival (ACE'92)
with Bob Brodie and others. A complete update to the event is included
in this week's edition.

APPLE'S NEW MACINTOSH
Apple Computer announced the new Apple Macintosh LC II which integrates
the color text and graphics, sound input, and optional Apple II
software available on the original LC. In addition to virtual memory,
the 16MHz Motorola 68030 microprocessor. It comes standard with a 40MB
or 80MB internal hard disk drive, 4MB of RAM, internal 1.44MB Apple
SuperDrive floppy disk drive, and will run System 6.0.8 and 7.0.1 and
above.

===
* ATARI EXPLORER CONFERENCE HIGHLIGHTS   Edited by Ron Kovacs
===
From CompuServe AtariArts Forum

Pattie) Alright.... Tonight's Conference is with John Jainschigg,

John Jainschigg)
Hi, everybody! I'm John Jainschigg (pronounced "Jane-shigg") and I
edit and publish Atari Explorer Magazine, the Official Atari Journal.
I'm 35. About 5'11". Thin. Wear glasses. And have peculiar teeth.
And I've worked for Atari, on and off, long enough to know better.

Atari Explorer is (supposedly) the largest-circulation magazine now
serving the American Atari market. It's bimonthly (now) and is
extremely, obscenely expensive to print and distribute. But CompuServe
subscribers can get it for only $9.95/year! (subscription details to
follow, after conference)

Ron Luks)
John-- Now that ATR EXP is on a pretty regular schedule... after the 1
yr layoff...when can we expect to see more COLOR pics and screen shots
in the mag? It's pretty much a B&W publication still.

John Jainschigg)
I assume you mean "layoff from regular schedule"? I mean, we HAVE been
publishing, Ron. (grin) Well, I tell ya...we just did a February
(MIDI) issue, that saw the introduction of Atari Artist, our new
"music and allied arts" supplement and that had (count 'em) 44 pages of
color. Better than 50% of our page-space. In fact, however, you may
not have long to wait before Explorer is all color. I'm going to
Sunnyvale, next week, to lay my forehead on the mat in front of Sam
Tramiel, and beg for money.

keith joins)
John, any plans on going to a monthly publication schedule and if so
would you have enough material to fill it?

John Jainschigg)
Actually, that's the other thing I'm meeting with Sam about. We want

to very badly. There's MORE than enough news, if you consider the
world market, as well as our recent specializations in music and DTP.

Pattie) John, what's it like publishing a magazine for a company like
Atari? Do they have strict guidelines or do they give you a "free
hand?"

John Jainschigg)
Would you understand what I meant, if I said "they give me a free hand
just so long as I do 1) exactly what they THINK *they* would have done
or wanted, given the same situation, and 2) it doesn't cost anything."
(i.e., you have to be psychic, and you have to be cheap.) It's
interesting. Atari's "vision" for Explorer changes periodically and
their degree of involvement vacillates, depending entirely on what's on
their "corporate mind" at a particular time. Presently, I'm receiving
a very LARGE amount, not of *direction* but of help and input from
some of the more gifted people in Sunnyvale. Don Thomas was
instrumental in getting the Portfolio issue set up, and James Grunke
was the heart and soul of the February issue. But the March/April
issue now on newsstands, was produced in a sort of "vacuum of
influence."

Scott Wooding)
Do you think we will see more tips and tricks in the next issues so us
end users can benefit more fully from our machines?

John Jainschigg)
The answer is Yes! With the March/April issue, we've brought back
Atari's Mark Jansen who, this issue, has covered "TOS patches and free
fixes for everything that's wrong with the ST." (Not the real title)
In upcoming issues, Mark (who works with Leonard Tramiel in Atari's
R&D department will be covering LOTS of stuff: freeware, shareware,
hints, tips, programming tidbits, etc. The other thing we've been
discussing...And you can tell me if you think it's a good idea...
(And I should say that I was recently given this idea in a discussion
with my buddy Serge Fenez, who edits Atari stmagazine, the "official
Atari journal" of Atari France)...we're planning to do a "Beginner's
issue." Everything you never heard about in a standard manual. From
"how to mouse" to "how to reformat a hard disk."

Ron Hunt)
How has Atari been about providing product for evaluation etc.? There
were some complaints at the "old Explorer" about this I believe.

John Jainschigg)
Well, the editors of the old Explorer didn't know how to ask for stuff.
I simply call up Bob Brodie, and say "WHY DON'T WE HAVE AN ST BOOK!!!!"
And Bob says "John ... *nobody* has an ST Book. Calm yourself."
Actually, they've been fine about it. We recently signed into full R&D
non-disclosure...so at least we can *know* about everything though most
of it, we still can't TALK about.

Pattie)
John, you mentioned that you've been working for Atari long enough to
know better...how long is that, actually and in what capacities? :)

John Jainschigg)
In 1985, I was Senior Technical Editor at Family Computing Magazine
(now Home/Office Computing, Scholastic, Inc.) and I began receiving
phone calls from John Andersen, of Creative Computing which Ziff-Davis

had just folded. THEN, I started getting calls from Betsy Staples,
also of Creative, who was starting a corporation to take over Explorer
(then called "Atari Connection") from Atari Corp. One thing led to
another, and in 1986, I became Sr. T/E at Explorer, which was moved out
of Sunnyvale proper, and into the hands of a subsidiary called "Atari
Explorer Publications Corp.," of which Betsy Staples and David Ahl were
officers. So, call it....... Eight years? Sheesh...time to move on,
no? No... no... SIX years.

Ron Luks)
We've heard that you use all Atari equipment to assemble the magazine
each issue. Specifically, what hardware and software do you regularly
use?

John Jainschigg)
For basic editorial and financial-management stuff, we have a pair of
Mega STe's, with recently-acquired SM147 monochrome monitors and stock
hard drives, and SLM804's. For page-layout, we have a TT030, with 80
MB hard drive, a TTM194 super-size monochrome monitor, a PTC1426
multisync color monitor (way cool), and an SLM605. We use DBMAN IV and
LDWPower for financials and data basing, PageStream 2.1 for layout plus
a wide variety of screen-capture and image-tweaking utilities...
archiving utilities like ARC602.TTP and the new LZH...WordPerfect 4.1
for word-processing. We generally begin the process of design by,
well, writing an article on WordPerfect, slapping it over to the TT,
importing it into PageStream, laying it out, including screen snaps
imported as .IMG or .PI3 images, outputting as PostScript, and
uploading (using Flash 1.6) to a service-bureau for output at 1,270 dpi
on Linotron. The Linotron pages are cut up, waxed onto mechanical
boards, color-specified, and sent to the printer with any separations
as are needed to make up film for pages. We've found no special
advantage, cost-wise, in going "straight to film," though PageStream
(or rather, the Linotron) has the capacity to generate even four-color
film straight from PostScript.

Pattie)
John, everyone has personal opinions... even editors of magazines. :)
How do you balance your personal thoughts with what you may say
publicly in Atari Explorer?

John Jainschigg)
An interesting question. Actually, I don't have much conflict between
what I say in Explorer, and what I think because I factor into the
equation something called "doing my job." Which is to make sure that
Atari survives, that their unique technical philosophy gets promulgated
and appreciated in an appropriate fashion, and that the thousands of
people who've spent thousands of dollars each on their systems don't
end up like Timex/Sinclair or TI-99/4A owners did: orphans before their
time. Sometimes, I have a little trouble about some of the *marketing*
that Atari does, or doesn't do and sometimes they don't put their very
Best foot forward. But that's OLD news to anybody who hangs around
the networks. By and large, I think the people who work for Atari are
very good at what they do, and are as sincerely puzzled when things
don't quite work out as *I* am.

Pattie)
Without giving away any deep secrets, what impact do you think the new
machines will have on the marketplace?

John Jainschigg)

Enormous. Technically, Atari has stolen a march on literally everybody
in the business, by identifying (and here's the IQ test)...the ONE
area... where competing general-purpose and vertical-market systems
CAN'T compete and designing a technology to fill that gap.

Ron Luks)
Ok, my last question for the night...Let's put John on the hot seat.
[g] What is (in your opinion)... Atari's greatest single strength and
greatest single weakness as it affects Atari users?

John Jainschigg)
Very simple...Atari's greatest *single* strength, ironically, derives
from its greatest *single* weakness, or vice-versa... To wit: Atari
has always been GIFTED...not just "good at," but GIFTED...in co-opting
the interest of a grass-roots public. Everybody here...well, maybe
almost everybody, is an Atari user. But we're most of us more than
that. You could call us "Atarians." Like as or not, we *are* the kind
of people who join user groups, who soapbox the systems to our friends,
who walk into computer stores and stage arguments with the clerks about
"why don't you carry Atari computers?" And so on. This ability to
attract grass-roots committment and attention is Atari's real talent --
a form of genius, really. And the company ruthlessly capitalizes on it
by maintaining lines into this grass-roots market of dyed-in-the-wool
Atarians. The trouble is that, in many ways, they're only *now*
learning to look BEYOND the horizon of the set of people who just can't
help but LOVE them. The modern computer market is, nowadays, made up
mostly of people who really DON'T care about elegant technology. And
marketing to this MUCH larger group is a lesson that Atari has learned
slowly. This affects Atari users in many ways, some of them obvious.
The most important way, however for purposes of *this* discussion, is
that it implies that if you're an Atari user, you MUST be an "Atarian."
You can't just be "Joe Blow who wants to take some work home from the
office."

While you or I might with a decade of technical experience and years
of Atari exposure behind us, Ron, say to ourselves "I can do ANYTHING
with an Atari BETTER than I can on a PC or a Macintosh!" (and we'd be
right!), we aren't factoring the relatively enormous amount of folk-
knowledge that we possess into the equation. Joe Blow might *not* want
to hang out on CompuServe for hours, each night, ignore his wife, learn
to program in C, learn to read German so he can decipher the menus on
obscure freeware utilities, make long-distance phone calls to mail-
order houses, etc. to find application software, or even read Atari
Explorer. Poor Joe JUST WANTS TO TAKE SOME WORK HOME FROM THE OFFICE.

John Jainschigg)
People can subscribe to Atari Explorer by sending $9.95/year to Atari
Explorer P.O. Box 6488, Duluth, MN 55806, or calling (718) 545-2900
with MasterCard or VISA. The "$9.95" sub is for Atari User Group
members, and subscribers to CompuServe and GEnie. Normal subscription
price is $14.95/year.

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* ACE '92 UPDATE   Press Release
===

CONTACT: John R. Sheehan, SJ
        (416) 926-1518
        GEnie: J. Sheehan14   26 March 1992

LAST-MINUTE NEWS FROM ACE '92

ACE '92, the Atari Canadian Exposition, opens on Saturday, April 4th,
and will run through Sunday, April 5th, at the Skyline Hotel in
Toronto, Ontario. With only one-week to go before this major
international Atari event, last-minute details and events are being
announced and put in place.

Those who will be exhibiting programs, hardware and major developments
include:

ABC Solutions	Atari Canada Corp.
Atari Explorer	Atari Interface Magazine
Best Electronics	Branch Always Software
BMDistributors	Canoe Computers
Clear Thinking	Click Here, Inc.
Codehead Technologies	Compuplace
Compustore	Computer Supplies & Service
Compuworld	CRS
Cybercube	D.A. Brumleve
DoubleClick	DragonWare
Fair Dinkum	Fast Technology
Gadgets By Small	GEnie
Goldleaf	Gribnif Software
ICD, Inc.	ISD Marketing, Inc.
JMG Software International, Inc.	Joppa Computer Products
Korg	Micro-Creations
Missionware Software	Musicware
PI Precision Importing	Saved By Technology
SaveTech	Soft-Logik Publishing Corporation
Software Sales	Steinberg-Jones
Step Ahead Software	Steve's Music
Sudden Incorporated	Toad Computers
Wintertree Software	WizWorks

A host of other events will make the two-day event stimulating and
informative. Among the many special attractions are:

Meet the Sysop Booth - A special booth will be manned throughout the
two days by Sysops from Bulletin Board Systems from all over Canada and
the United States. Sysops on the Forem network will be meeting for a
special brunch, and many other users of BBS systems have expressed the
desire to meet the invisible "Sysops" they have come to know only
through their computers. A full schedule of times will be posted at
the show.

Seminars and Training Classes - Three seminar rooms and a Training Room
will provide many opportunities to meet developers, see new products
demonstrated, and get hands-on training. Both ISD Marketing and
SoftLogik will be conducting classes in their Desktop Publishing
Programs. ISD will have classes for both Calamus 1.09 and the new
Calamus SL, and Softlogik has scheduled sessions each day for
Pagestream 2.1. Seminar topics range from using computers to re-
construct dinosaur fossils to creating music. There will be times when

as many as four presentations will be going on simultaneously.

Concerts and Performances - In the special MIDI area there will be a
stage for public performances and entries in the Talent Contest.
Several professional groups will be performing, as will contestants in
the musical division of the Talent Contest. Graphics entries will be
projected throughout both days so that all can see the creations of the
entrants, and demonstrations of MIDI software and special effects will
be taking place in the luxurious seminar area specially equipped for
that purpose.

"Showing Off" - Several developers have indicated that one of the
reasons they are participating in ACE '92 is just to "show off" their
products. Goldleaf Publishing, for example, will be bringing video
digitizing equipment, and will transform photographs that participants
bring to them into a number of different formats. You might go home
with a free refrigerator magnet with your digitized face on it! Or
have a photo of you with a famous celebrity (without the celebrity ever
having been there)! Micro-Creations is giving a free copy of their new
BBS program to every Atari club present, and most booths will have
special show prices and packages.

Show hours are 10am to 6pm on Saturday, April 4th, and from 11am to 6pm
on Sunday, April 6th. (Remember - this is the week-end you turn clocks
AHEAD one hour, which is the reason for the later starting time on
Sunday.) Admission is $6, no charge for children 6 and under. ACE '92
will be held at the Skyline Hotel, 655 Dixon Rd in Toronto, near
Pearson International Airport.

For additional information, contact ACE '92, c/o Toronto Atari
Federation, 5334 Yonge St, Suite 1527, Willowdale, ON M2N 6M2. For
faster response, call Paul Collard, Exhibit and Volunteer Coordinator
(416) 477-2085, or John R. Sheehan, SJ, General Convention Coordinator,
(416) 926-1518. GEnie J.Sheehan14. TAF BBS: (416) 235-0318, TAF
InfoLine and Voice Message: (416) 425-5357.

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== DC Shower ................. Show text, arc, & graphics files
== Diamond Back V2.41 ........ Hard disk backup software
== The Learning Games Package . Great way to teach our kids
== EdHak V2.30 ............... Edit anything on your ST
== Protext v 5.0 ............. Upgraded wordprocessor
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    //

==
* LEONARD TRAMIEL CONFERENCE HIGHLIGHTS   Edited by Ron Kovacs
==
From GEnie

March 25, 1992

<[Sysop] JEFF.W>
On behalf of the Atari ST Roundtable, I welcome all of you to the Atari
Corporation Real time Conference featuring Leonard Tramiel.

Leonard Tramiel is the Vice President of Software at Atari. Leonard,
welcome to the ST Roundtable and thank you for taking the time to be
with us this evening.

The format for tonight's RTC will be a little different than past
conferences, so let me take a few extra moments to explain how this is
going to work.

For the past month, we've been accumulating questions for Leonard
Tramiel with the "Ask Leonard" feature on the main menu of the ST
Roundtable. We've received lots of response to it and we want to make
sure that several of these questions get responses from Leonard
tonight.

So, Bob Brodie (who is flying the keyboard for Leonard this evening
...thanks, Bob!) will upload a question one at a time, followed by
Leonard's response.

Then, if there are any related questions that any of you might have,
then you can use the /RAI command and we'll discuss it further.

Please wait for me to ask for questions before /RAIsing your hand.

<[Leonard] STRAMIEL>
As most of you know, at CeBIT in Hanover Atari previewed some exciting
new technology. This technology allowed us to generate extremely high
quality graphics and sound simultaneously. The members of the press to
which this was shown were very impressed. The first product to
incorporate these new technologies will be available at retail by late
fall of 1992 and first developer units will be available by the end of
April. This product will have a 68030 as it's main processor. As I'm
sure you can appreciate, no further details will be available until
product release.

From: R.ZALISCHUK Robert H. Zalischuk

Hello Leonard, I have using Atari computers since the 400 and continue
to enjoy using my Atari's day in and day out. First off, will there be
an expansion of print ads featuring Atari alone and in cooperation with
other companies supporting the STe/TT line. Secondly, Atari has its
Prof. Systems Group and now its Music Group... Is anything similar be
pursued in regards to education? What can Atari do to encourage some
television advertising? ie. donate a Mega STe to dealers who work on
contra deals with their local Tv stations....provide an Atari for a
contest, get exposure through the contest plus air time equal in value
to the supplied prizes. I hope to make it to the Atari exposition in
Toronto in April, I hope it will be a good time for Atari and its
users.

Robert Zalischuk
Calgary and Red Deer Alberta, Canada

Leonard responds....

Robert,

There will be an expansion of print ads featuring Atari alone, and also in cooperation with other companies. We have considered something similar to the Professional Systems Group for education, but the time is not right. The niche market there is not supported well enough with software. Thanks for your comments. I will not be in Toronto, but be sure and stop by and see our staff there. Bob Brodie, Don Thomas, Shirley Taylor and Bill Rehbock will be representing Sunnyvale at ACE '92.

<E.EDELENBOS>
I am not asking about education, but as Operating systems head do you work on other systems for atari (Music, DTP etc?

<[Leonard] STRAMIEL>
Atari does not produce it's own application software except in unusual conditions.

<[John] J.COLE18>
My question is, when will you contract out for TOS development tools so that you will be able to offer similar quality tools for current and future TOS developers, such as, with luck, WP or Lotus? You have great new machines on the way, isn't it time we had the tools to make them great? :-)   John Cole - Lexicor Software

<[Leonard] STRAMIEL>
That is also not an educational question... But, we are working on new development tools, and I am not here to give announcement dates.

<T.HESTER1>
This is an ed question. Given that apple's strategy seems to include giving away computers to schools so that people will learn to use their machines and no one else's. Doesn't it seem atari should do so as well? If you are worried about software, why not just use apples? After all, we've got an emulator! :)

<[Leonard] STRAMIEL>
Atari has given computers away for a number of purposes, including education. We will continue to do so in the future. Thank you for your suggestion about the emulators.

<[StepAhead] NEVIN-S>
Leonard, Bob Brodie asked for general questions, so I will ask a general question. What Atari project that you have worked on are you most proud of, and which project do you wish you could do over again?

<[Leonard] STRAMIEL>
The project that I am most proud of (to date) is the ST itself. Projects that I wish I could do over again, all of them, of course! None of them are perfect!

<[StepAhead] NEVIN-S>
Leonard, would Atari consider funding companies such as WP or Microsoft to port important applications to the Atari line? How else can Atari expect them to develop their latest versions, given Atari's current sales rate.

<[Leonard] STRAMIEL>
We consider projects on a business nature, if a reasonable business

case can be made for funding MicroSoft, we'd like to hear it! :)

<[Gary] G.STOLLMAN>
Leonard, What advice can you give to a budding programmer, who would
like to become a producer of Atari software, application in particular.
in particular...Is the money there, and if so, where?? Or are games
the only moneymaker??

<[Leonard] STRAMIEL>
I suggest that you discuss this with Bill Rehbock. He can be reached
here on GEnie, at his GEnie address of B.REHBOCK. He is in charge of
all third party developer relations and support.

<[SCOTTJ] S.CORLEY1>
Leonard, any thoughts on multimedia extensions to TOS ala Windows 3.1
and Mac System 7?   What about QuickTime support?

<[Leonard] STRAMIEL>
Many thoughts, but none that I can share with you tonight. Sorry, no
product announcements this time.

<[Brien] B.KING8>
I would like to see the ability to hook into the OS's AES routines to
allow 3rd Party Developers to enhance the AES (ala Quick ST) and
Provide an easier upgrade path for future Desktop Environments. Ok,
for the Question... Where's FSMGDOS?

<[Leonard] STRAMIEL>
Thanks for the suggestion, Brien.   FSM is not yet released.

<[Sysop] JEFF.W>
Any guestimates on availability of FSM GDOS from Atari? :-)

<[Leonard] STRAMIEL>
Nope...

<[Bob] B.SIMS3>
When will the 24 bit VDI routines promised for Lexicor's Leonardo board
be released, or will they?   24 bit is where every graphic machine is
at or heading to, and will be a prerequisite for any kind of
work station direction for Atari.

<[Leonard] STRAMIEL>
I am aware of no promise for 24 bit VDI routines.... At CeBIT, I saw
several different true color cards that had VDI drivers. Does this
answer your question?

<[Mike Allen] M.ALLEN14>
I just got a MSTE (Love it) with TOS 2.05 ... what, besides the 1.44
meg drive support, do I gain with 2.06?

<[Leonard] STRAMIEL>
I don't have the list in front of me, BUT....<grin> keyboard support
for the full character set...improved media change code...numerous bug
fixes...and some cosmetic changes at bootup.

<[Bob] B.SIMS3>
Were the cards "true" true color or did they use a palette conversion
to allow 32K colors instead of the 16 Million available for true color?

```
<[Leonard] STRAMIEL>
true color.  BTW, true color does not mean 16 million colors.  It means
no palette.

<[JCD] MAG.SOFTWARE>
Atari also needs to make it easier for DEVs to get new TOS's before
they're released.  We were unable to get 2.06 before release date &
found a MAJOR bug later.

<[Leonard] STRAMIEL>
If we would have had a copy of your product, we would probably have
found the bug in our testing.  By the way, have you done your
SoftSource entry?

<[JCD] MAG.SOFTWARE>
It was a bug found while using a few other companies'' software.
& Not yet.

<[Ken] K.BAD>
Forgive me for appearing to be a bit of a shill, but I think lots of
people may be interested... I have always thought that Atari's greatest
strength lies in smaller computers, not high-end cutting-edge
workstations.  Do you feel like Atari is going to follow that tradition
in upcoming machines?

<[Leonard] STRAMIEL>
I won't forgive you for appearing to be a shill....<grin> Atari is and
will remain a consumer electronics company.  That way, we can provide
the best performance/price ratio possible.

<[John Hoffman] JLHOFFMAN>
With the market for personal computers being highly competitive, what
market niche will Atari try to focus on??  Beyond price performance,
what will distinguish Atari from the competition now and in the near
future??  TOS??  UNIX??

<[Leonard] STRAMIEL>
Before you belittle the importance of mere price performance, consider
what can be done even with existing technology that other companies
have not taken advantage of.


======================================================================
* MICROSOFT MOUSE TO THE ST                            by Jeff Beadles
======================================================================


Here is what I've experienced.   You can forget about a serial mouse
for the ST.  They are not compatible with the ST mouse.  But you can
connect a bus mouse to the ST, I have done it.  I have a Microsoft bus
mouse connected to my ST and it is great.  The following are some
instructions I got off one of the ST ftp sites about that subject and
is what I followed to connect the Microsoft mouse to my machine.


Here's a re-post of my article of way back (Feb 1989) on how to hook
an Microsoft mouse to an Atari ST.  No software changes are required.
All it takes is creating a special cable between the mouse and the
Atari.
```

I've been using a Microsoft mouse now for around 2 years on my 1040,
with nary a glitch. It's so much better than the Atari mouse, I'd
never go back. (IMHO)

Well, here is how to connect a Microsoft Mouse to an Atari ST.
(520/1040) The Atari has a 9-pin D-type connector. The Microsoft Mouse
has a rather strange connector on the end. To prevent having to cut
the mouse cable up, I made this adaptor. If you still can't follow it,
please let me know and I'll try to redescribe it. This does work for
me. I've been using it for 6 or so months now [Note, it's been 2 years
now!] with no problems at all. It does take some soldering skills, so
if you're not so hot at soldering, find a friend to help.

As far as I know, this does not effect your Atari's warranty. However,
I have not asked Atari.

Atari ST	Microsoft Mouse	ST expected signal
----- --	--------- -----	-- -------- ------
1	5	XB
2	3	XA
3	8	YA
4	9	YB
5	N/C	N/C
6	2	Left button
7	N/C	+5VDC (N/C)
8*	6 and also tie to pin 1	Ground
9	7	Right button

* = I am not sure why I have pins 6 & 1 tied together, but it does work.

The Microsoft mouse connector looks like this. This is the solder side,
with the leads pointing up.

```
 ---------------
|     1        |
|   2 3 4 5    |
|  6 7 8 9 10  |
|             |
 --------------
```
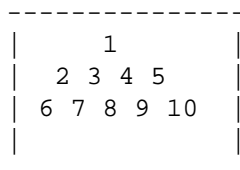
If you can not use the connector, the pins are numbered as follows.
This is the connector side from the Microsoft Mouse plug:
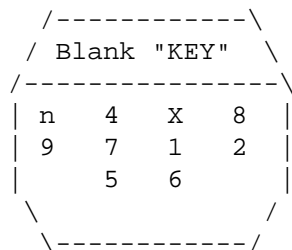
```
    /------------\        This is a view at the front of the connector.
   / Blank "KEY"  \       It is where the plug from the mouse would be.
  /----------------\      The pin labeled 'n' is not connected.
  | n   4   X   8  |      The place labeled 'X' is filled, and does not
  | 9   7   1   2  |      have a pin.
  |     5   6      |
   \              /
    \------------/
```

Have fun!

Jeff Beadles   jeff@onion.pdx.com

===

For more information, contact
Phil Comeau Software div. of Wintertree Software Inc.
43 Rueter St.
Nepean, Ontario Canada K2J 3Z9
(613) 825-6271

Phil Comeau Software is pleased to announce the release of new versions
of GramSlam and Grammar Expert for the Atari computer line.

GramSlam checks documents for common grammar and writing-style
problems. Improvements in the new version (3.30) include:

* Improved Document Statistics: GramSlam now presents statistics in
  full sentences for ease of understanding. The statistics also
  include advice on writing-style improvement.

* New Overall-Style Score: A new score included with GramSlam's
  statistical report shows writing-style quality expressed as a
  percentage. The new overall-style score is based on four key writing
  -style factors: word economy, word choice, use of the active voice,
  and readability. Included with the score is a qualifying
  description, ranging from "very poor" to "excellent."

* Progress Bar: GramSlam now shows a progress "thermometer" while it
  examines your document.

* Faster Booting: GramSlam now loads its problem-pattern file the first
  time you open the GramSlam desk accessory, so your computer boots
  faster.

* Faster Checking: GramSlam now checks documents about 25% faster (on
  an 8MHz ST) than previously.

* Improved Tests for American/British Spelling: GramSlam now identifies
  words spelled using American or British spelling rules with greater
  accuracy.

* Many Minor Improvements, Cosmetic Changes, and Bug Fixes.

A sample of GramSlam's new statistical report is shown below:

Finished Checking D:\MEMOS\MEMO.TXT
* 29 problems were detected and 13 were reported.
* The document contains 164 words and 10 sentences. On average, each
  word contains 1.6 syllables and each sentence contains 16.4 words.
* 60% of the sentences use the active voice. Use of the active voice
  in this document makes the writing clear and direct.
* On average, the reader must have 11.9 years of schooling to
  understand the document. Suggestion: use smaller words and sentences
  to lower the writing to the target reader's level (10.0 years).
* The overall-style score for this document is 55% (satisfactory).

Grammar Expert is an online reference for the rules of English grammar,
punctuation, and effective writing. Improvements in the new version
(1.11) include:

* Less Disk Space: Grammar Expert's files have been collected and
  compressed, so it uses much less disk space than previous versions.
  This is of special importance to floppy-disk users.

* Improved Text: The text Grammar Expert displays has been edited to
  weed out inconsistencies, reorganize for clarity, and add examples.

A limited but working demonstration of Grammar Expert has been released
for general availability on GEnie and CompuServe. A working
demonstration of GramSlam has been publically available since its\
release in January 1991.

The prices of the two products remain the same: $39.95 for GramSlam,
and $59.95 for Grammar Expert. Registered owners of either product can
receive upgrades from Phil Comeau Software for $5.00 per product plus
$3.00 for packaging and shipping.

===
* WARP 9 - THE SOFTWARE ACCELERATOR!   Press Release
===

HOLLYWOOD, CALIFORNIA - CodeHead Technologies is proud to announce the
release of its brand new software accelerator -- Warp 9!

On January 1, 1992 we took over support and development of the popular
Quick ST screen accelerator from Branch Always Software. It's taken
over three months to complete the modifications necessary to turn it
into a CodeHead product, but it's well worth the wait. The resulting
fruit of our labors is Warp 9 -- the fastest, most compatible software
graphics/text accelerator _ever_ for the Atari line of computers!

We've decided to give it this new name because it's changed so
dramatically that it's hardly even recognizable anymore. The only
similarity between Warp 9 and its predecessor, Quick ST, is incredible
speed!

Although Warp 9 has a completely new user interface and many new
features, the major benefit over previous screen accelerators is
COMPATIBILITY! Literally dozens of bugs and compatibility problems
have been eradicated in Warp 9. It now works fine with FSM GDOS, and
problems have been eliminated with Touch-Up, PageStream, and many other
programs where redraw and other problems existed. Warp 9 also works
fine on the TT, and accelerates the graphics of TT Medium resolution
remarkably.

What IS a Software Screen Accelerator?

Warp 9 operates by intercepting operating system calls. Most of the
normal operating system calls are not written with the utmost
efficiency as far as speed is concerned. Warp 9 uses highly optimized
assembly language routines which can give you speed increases of 400%
all the way up to 1200% or more. That's from 4 to 12 times faster!
The difference is immediately noticeable in almost every area of your
computer activities. Text, graphics, and windows virtually fly onto
the screen. Once you try using Warp 9, you'll never allow yourself to

operate without it again.

New Features:

The user interface of Warp 9 has been completely revamped. The Warp 9
program installs in the AUTO folder, giving increased speed to the
loading of your AUTO programs. The effectiveness of a software
accelerator is normally diminished by the additional overhead of other
resident programs installed in your system. But Warp 9 uses a special
trick to avoid this problem. The Warp 9 Control Panel accessory
communicates with Warp 9, telling it to reinstall itself, giving it a
prime position for acceleration. If you want to save memory by not
installing the Warp 9 Control Panel, you can auto-run our QuickGrab
program which will provide the same function. This gives you the best
of both worlds, the utmost in speed during the bootup process as well
as at the desktop level and in your applications.

Besides speed and compatibility, Warp 9 offers you all of the same
features available in Quick ST and much more. You can replace the
system screen font with one of your own, or choose from any of the 6
dozen fonts included with Warp 9. You can also change the system fill
patterns, altering the look of your windows and dialog boxes. You can
change the desktop's background pattern by using a custom fill pattern
or even load a picture in any resolution, including the TT resolutions.
Warp 9 can load pictures in many formats, including PI1, PI2, PI3, PC1,
PC2, PC3, TNY, TN1, TN2, TN3, and PNT. The font, fills, and background
pictures can be configured to load automatically when you boot up.
Fonts and fill patterns can be edited by using the included Customizer
program.

There's also a completely configurable mouse accelerator built right
into Warp 9. You can tailor the acceleration to your own needs, or
choose from one of the four preset configurations available. Other
optional mouse features include "blocking" to keep the mouse from
accidentally entering the menu bar area, "jumping" to force the mouse
to the menu bar at the click of the right mouse button, and separately
configurable horizontal and vertical wrap-around of the mouse when it
reaches the edge of the screen.

Warp 9 also includes the functionality of FunkAlert, the shareware
program by Charles F. Johnson. This gives you the ability to select
any button in any standard alert box by the simple press of a function
key. You can turn off the system Zoom Boxes, too, for even more speed.
A well-written 50-page manual gives detailed instructions for using
every facet of Warp 9.

Order Warp 9 today...you just can't get a faster, more compatible
screen accelerator for your Atari computer, and you also receive the
quality and support for which CodeHead Technologies is famous.

Availability

Warp 9 will be shipping as of Monday, March 30th. Retail price is
$44.95. Contact your local dealer or order directly from CodeHead
Technologies at the address below. Mastercard, Visa, and American
Express credit cards are accepted. For shipping, add $3 US, $4 Canada,
and $6 overseas.

Owners of any version of Quick ST or Turbo ST can purchase Warp 9 for
only $20 by returning their original disk with payment to:

CodeHead Technologies
P.O. Box 74090
Los Angeles, CA 90004
Phone: (213) 386-5735   (Mon-Fri 9A-1P Pacific Time)
FAX: (213) 386-5789
BBS: (213) 461-2095

===
* Z*Net Mailbag
===

Conf : The Terminal Room   (XNET ST/TT)
Msg# : 18161 Lines: Extended Read: 5
Sent : Mar 20, 1992 at 10:05 AM
To   : Lazlar Lyricon
From : Ralph Mariano at * THE BOUNTY ST BBS *
Subj : FZT 2.12

In reply to:

> Previously Tom D'Ambrosio wrote:
>
> I ahve a copy of Atari User, a British mag with a coverdisk. I did not s
> any reviews of other programs except FzT, and a spot on Vanterm and
> Hagterm. I believe we are referring to seperate magazines? Where can I
> get a copy of the one you speak of?
>
>   Aaron

AtaruUser... is a disgrace as a magazine, its run by a few folks who
are dedicated to the propaganda-like spead of half truths and
instigatory remarks.

Most recently, they produced a list of FNET BBSs and in that List, they
showed every STReport Support board in some type of rediculous light.
For those people to be taken seriously, they must first act like
serious responsible people.

STReport's support BBS, The Bounty has been operating with US Robotics
Dual Standard HST 16.8 Modems for almost two months and has had USR's
Dual Standard Modems in use for over three years... yet they list it
at 2400 baud!!

The Canadian Node (Node 18) was listed as a znet support board! As
far as we are concerned, this was an intentional slap and an ardent
effort to continue the hostilities. After all, Nagy, a Kovax buddy
and editor, of znet is also editor of AtariUser.   Nagy has openly
displayed his arrogant and hostile attitude toward STReport on more
than one occasion. John "King" Tarpinian is also an editor for
AtariUser, his "love" of STR and its supporters is well known.

As far as we are concerned henceforth, AtariUser will be known in our
eyes as AtariLoser!!

          Ralph @ * The Bounty ST BBS * FNET Node 350

Home of: STReport International Online Magazine

John Nagy responds...

I thank one of our readers for bringing this latest affront by
Mr. Mariano to my attention.

Jealousy takes many forms. I believe that if Mr. Mariano would
dedicate 50% of the effort he consistently puts into finding hidden
fights and conspiracies instead into constructive communication, that
he and his magazine might become and be recognized as more than the
slaughterhouse of the Atari community. If he would read as thoroughly
as he writes, he would see that the BBS list he refers to was prepared
by someone with no ties whatsoever to AtariUser or Z*Net or anyone on
their staffs. If he cared more about accuracy in presentation of STR
boards than he did about grabbing a chance to wear the "injured party"
sign, he would call Mr. Lockard and give baud rate and board name
corrections. Just as the article itself encourages.

But then again, if any of these things were different, so would be the
community attitude about STR. And we can't break with tradition, can
we?

STR and Ralph are the _FURTHEST_ thing from my mind when doing
AtariUser. Producing an informative and supportive magazine for the
community are all I have time for or room for between our covers. I'm
content to leave the propaganda-like spreading of half-truths,
instigatory remarks, arrogant and hostile attitudes, childish name
calling, and generally being a disgrace to those who have earned a
reputation for doing it consistently and with obvious delight.
Messages like Ralph's are the clearest indicators of just who that
might be.

John M. Nagy, editor, AtariUser Magazine.

Editor Note: Ralphy dear, it's spelled Kovacs

~~~~~~
To sign up for DELPHI service, call (with modem) (800) 695-4002. Upon
connection, hit <return> once or twice. At Password: type ZNET and
hit <return>.
~~~~~~
To sign up for GEnie service call (with modem) (800) 638-8369.   Upon
connection type HHH and hit <return>.   Wait for the U#= prompt and type
XTX99436,GEnie and hit <return>.
~~~~~~
To sign up for CompuServe service call (with phone) (800) 848-8199. Ask
for operator #198.   You will be promptly sent a $15.00 free membership
kit.
~~~~~~
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covering the Atari and related computer community.   Material published
in this edition may be reprinted under the following terms only.   All
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